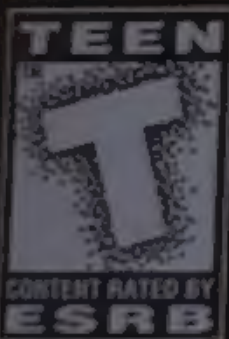


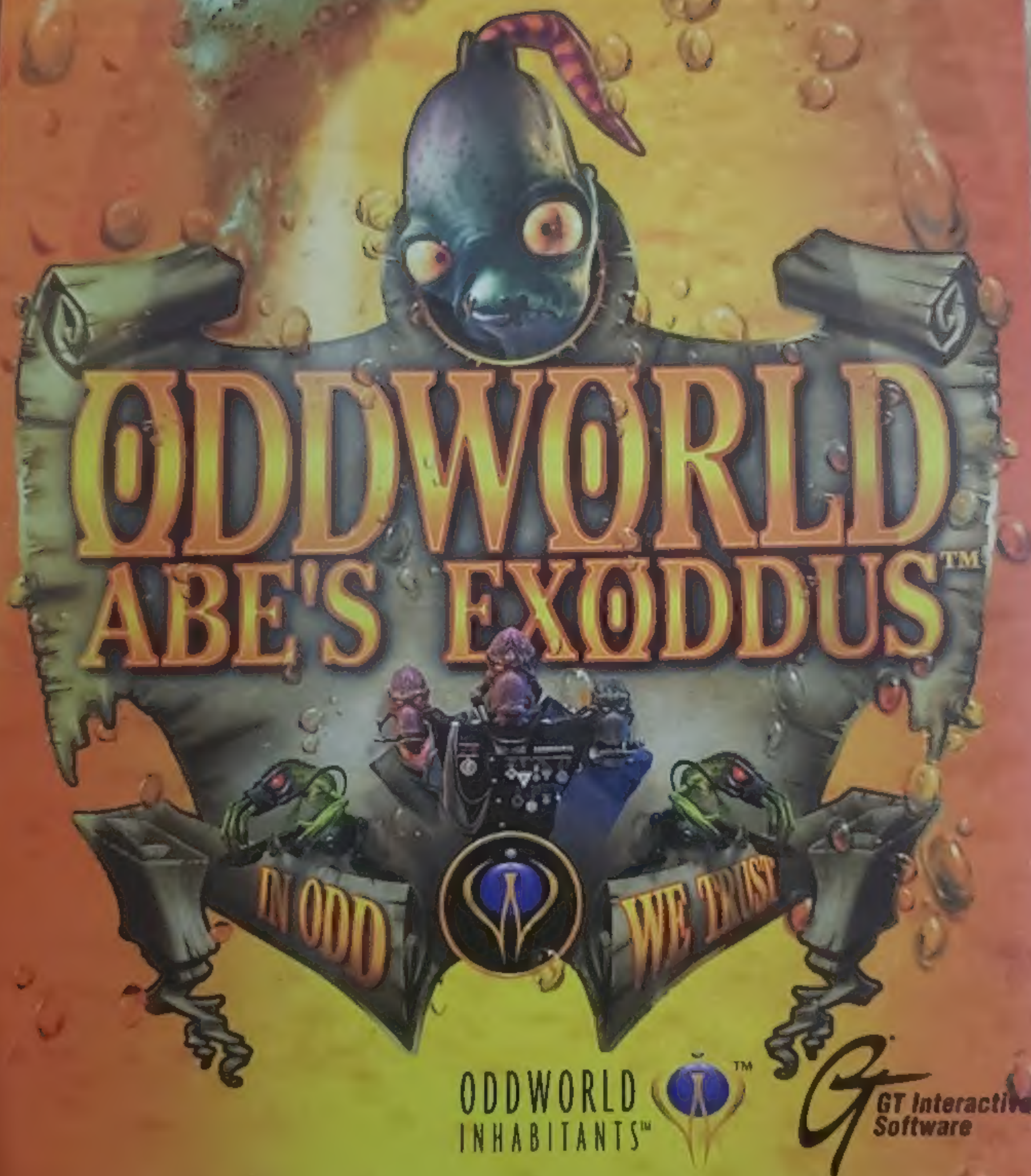


NTSC U/C

PlayStation®



SLUS-00710/00731  
04-16015



ODD WORLD  
INHABITANTS™



GT Interactive  
Software



# WARNING READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to owners of projection televisions:

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Handling your PlayStation® Disc

- This compact disc is intended for use with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



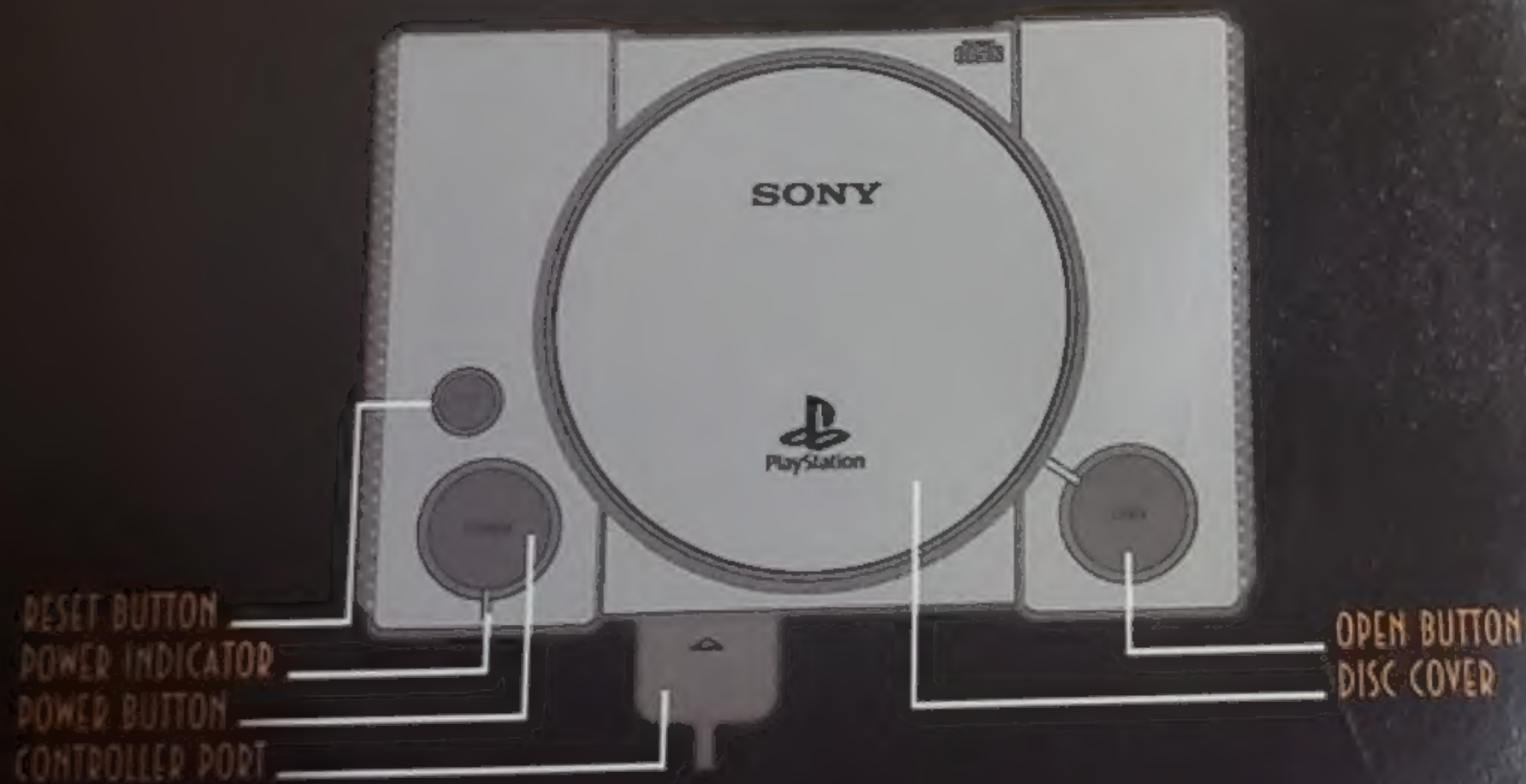
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# START-UP INFORMATION

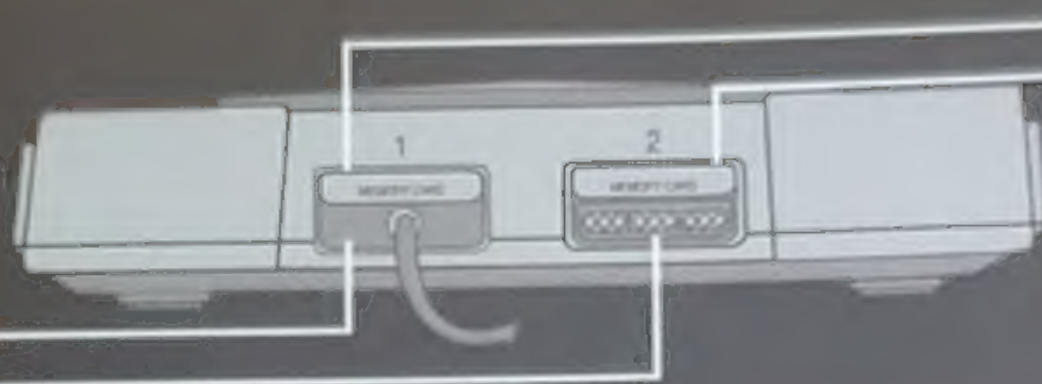
Set up your PlayStation game console according to its instructions.  
Insert Disc #1 of Oddworld: Abe's Exoddus disc and close the CD door.  
Insert game controllers and turn on the PlayStation game console.  
Follow on-screen instructions to begin the game.





FRONT VIEW

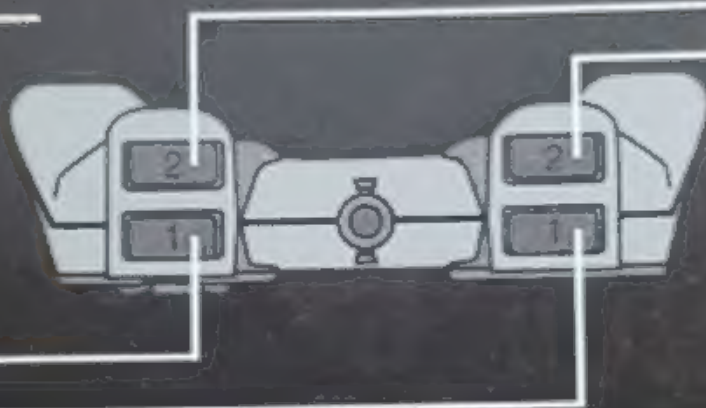
CONTROLLER PORT 1  
CONTROLLER PORT 2



MEMORY CARD SLOT 1  
MEMORY CARD SLOT 2

FRONT VIEW

L1 BUTTON  
R1 BUTTON



L2 BUTTON  
R2 BUTTON

TOP VIEW

DIRECTIONAL BUTTONS  
SELECT BUTTON  
START BUTTON



▲ BUTTON  
● BUTTON  
× BUTTON  
■ BUTTON

ORM

*Brewers*

# CONTROLLER

## ACTIONS

R1	+	←	→	RUN
R2	+	←	→	SNEAK
△	00	↖	↗	JUMP
○	+	↖	↗	THROW
▽				CROUCH
□				ACTION
◆				HOIST
				TURN

MORE



# ERINFORMATION

## GAMESPEAK

L1 + L2

### CHANT


L1 +  HELLO

L1 +  WORK

L1 +  WAIT

L1 +  FOLLOW ME

L2 +  ALL YA

L2 +  SYMPATHY

L2 +  ANGER

L2 +  STOP IT!

MORE



# GLUKKONSPEAK

[L1] + [△] HEY!

[L1] + [○] DO IT!

[L1] + [×] STAY HERE

[L1] + [□] COMHERE

[L2] + [△] ALL O'YA

[L2] + [○] HELP!

[L2] + [×] KILL 'IM!

[L2] + [□] LAUGH

MORE

HOLD  
AND PR

[△] HEY

[○] DO I


[×] STAY  
HERE


[□] COM



HOLD **L1**  
AND PRESS...

 HEY


 DO IT!

 STAY  
HERE

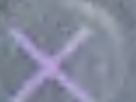
 COMMERE


 EXIT

HOLD **L2**  
AND PRESS...

ALL O'YA 

HELP! 

KILL'EM! 

LAUGH 



# SCRABSPEAK

HOLD ☐ L1  
AND PRESS...

SHRED  
POWER

+  SHRED POWER

+  HOWL

EXIT

HOWL



HOLD IT  
AND DESS

SHIELD  
POWER

HOWL

EXIT

REMEMBER! It's a drill with doors open after Abe stops chanting. Abe can jump through this or connect with



SLIGSPEAK

HOB  
AND DRESS...

△ HI

○ FREEZE

⊗ GITIM

□ HIDE  
BY

[L2] + △ BS  
[L2] + ○ LOOK OUT  
[L2] + X S'HO BS  
[L2] + ⊗ LAUGH

MORE



HOLD   
AND PRESS...

HI

FREZE

GITIM

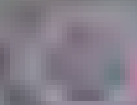
HEE

BO

EXIT

HOLD   
AND PRESS...

BS 

LOOK  
OUT 

S-MO BS 

LAUGH 



# PARAMITESPEAK

HOLD  
AND DD SS

△ HOWDY

○ DO IT

☆ STAY

← WIN

12 + △ ALL A YAH!

12 + × ATTACK

(YIP)





HOLD  
AND PRESS

HOWDY

DO IT

STAY

GO

EXIT

HOLD L2  
AND PRESS

ALL DAY

ATTACK

13

HINT: To enter a two bird portal, just leave screen. When you return, the birds will be there.



## IN THE BEGINNING...

If you see some fancy movies followed by Abe's head saying "hello," you've passed the test and loaded the game. From this screen you have all sorts of options.

If you want to dive straight into the game, select "Begin." You'll be offered the choice of a one or two player game. The two-player game won't work unless you have two controllers.

"GameSpeak" introduces you to Abe's critical speech abilities. It's cool to watch his face when you make him talk. Check it out. Several characters besides Abe can talk, too, and you can check them out here at the...





# LOADING AND SAVING

When you load a file, you're telling the computer to take the information out of the hard disk and put it into the computer's memory. This is called loading. When you save a file, you're telling the computer to take the information out of the computer's memory and put it into the hard disk. This is called saving.

When you load a file, you're telling the computer to take the information out of the hard disk and put it into the computer's memory. This is called loading. When you save a file, you're telling the computer to take the information out of the computer's memory and put it into the hard disk. This is called saving.

If you're in a hurry, you can use the "QuickSave" option. This will save the file to the hard disk without asking you for a name or location. This is useful if you're working on a file and you want to save it quickly.

When you load a file, you're telling the computer to take the information out of the hard disk and put it into the computer's memory. This is called loading. When you save a file, you're telling the computer to take the information out of the computer's memory and put it into the hard disk. This is called saving.

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When you load a file, you're telling the computer to take the information out of the hard disk and put it into the computer's memory. This is called loading. When you save a file, you're telling the computer to take the information out of the computer's memory and put it into the hard disk. This is called saving.

Remember: Quiksave is not a permanent save. It's just a temporary save. You should always use the "Save" option to save a file for all time.

Once a  
 happy floor waxer,  
 Abe now found himself a hero  
 to the people. You might think

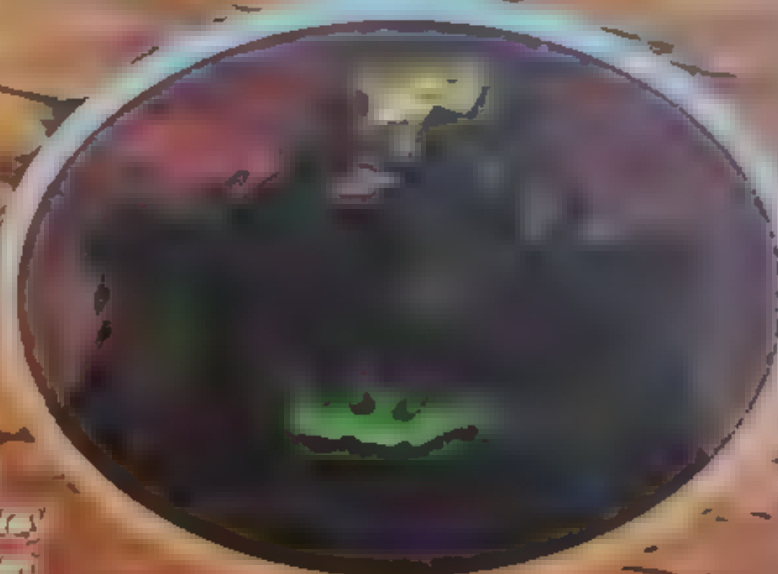
but that was before  
 he fell on his head,  
 and had a vision.  
 Three restless ghosts  
 let Abe in on  
 a shocking secret.



Rupture Farms was  
 slaughterhouses the  
 exploit the Mudokon  
 SoulStorm Brewery  
 SoulStorm Brew™ is  
 of dead Mudokons mi  
 ancient Mudokon city of



## THEORY



1. **What is the main purpose of the text?**  
 2. **What is the author's attitude towards the subject?**  
 3. **What is the main idea of the text?**  
 4. **What is the author's main point?**  
 5. **What is the author's main argument?**  
 6. **What is the author's main conclusion?**  
 7. **What is the author's main recommendation?**  
 8. **What is the author's main suggestion?**  
 9. **What is the author's main opinion?**  
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**THE**

**You Stop Bad Things Now.**

...but they'll not

you can find us!

And how do you do it?

1970-1971

[www.bentley.com](http://www.bentley.com)

**THE UNIVERSITY OF CHICAGO PRESS**

1994-1995

1990

## From a distance



**ILLUSTRATED** How a possessed Slig beat a Mudokon by standing next to your victim and pressing **X**

What happens after that is up to you to  
discover, but if you think you're going  
to get off with just blowing up the Mill,  
you haven't been paying attention.  
Mollish train rides, bone-processing  
factories, a whole barracks full of  
Sligs, and SoulStorm Brewery itself  
are in your future. There won't be  
a dry eye in the house when you  
discover the secret ingredient of  
SoulStorm Brew. And oh yeah, it  
wouldn't be a bad idea to rescue  
any other Mudokons you find  
along the way. Never know  
when it will come in handy  
to have a bunch of escaped  
Mudokons to call on. It sure  
bailed your fat out of the  
fire when Molluck had you  
hanging over the meat  
grinders back in  
RuptureFarms  
but that's ancient history.





# THE CAST



**THE PRESIDENT**  
 Clinton in charge of  
 the Co. Depot. The Train  
 will run on time.

**DIRECTOR**  
 Head of the  
 Board of Directors.

**THE PRESIDENT**  
 Clinton in charge of  
 the Co. Depot. The Train  
 will run on time.



**THE PRESIDENT**  
 Clinton in charge of  
 the Co. Depot. The Train  
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**THE PRESIDENT**  
 Clinton in charge of  
 the Co. Depot. The Train  
 will run on time.



## THE CAST



### MUDOKONS

Robbed of their proud and ancient legacy by profit-crazy Glukkons, the Mudokons are the slave labor force of the Magog Cartel. In a masterpiece of corporate efficiency, Mudokons that are worked to death can still serve the Cartel by offering up their bones for SautStorm Brew. You'll find 'em wherever the Magog Cartel needs a cheap labor force. They're an emotional bunch of guys. Look out if they start fighting!



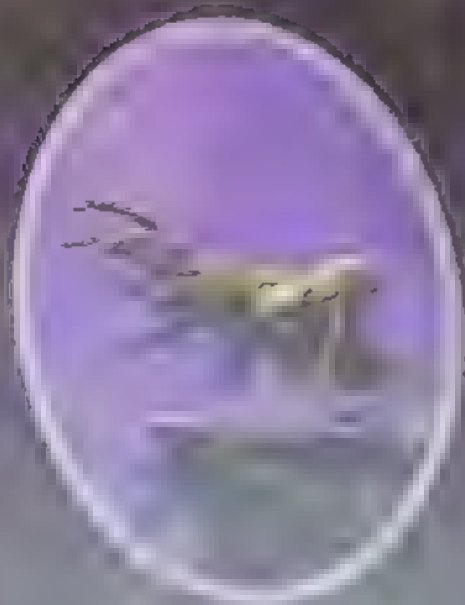
### GUN-CRABS

Gun-crab fiends are the only creatures they've got pants on, at least.



### SCRABS

Nothing is tougher than a Scrab, except, maybe, another Scrab.



Glukkons are the most powerful and feared creatures in the Magog Cartel. They're the ones who run the place. They're the ones who make the rules. They're the ones who decide who lives and who dies.

# THE CAST

## SLURGS

The lowest form of Oddworld life, subsisting on the offal of Fleeches. Hey, it's a living.

## FLEECHES

Starting life as happy Glukkon pets, these vicious little worms rapidly grow too big to cuddle, and are eliminated by flushing them down the toilet. Whole colonies infest Oddworld's underworld.

## SHIPPERS

Half-Mudekon, half-God, all trouble. Abe changes into this guy when he rescues enough Mudekons through special portals. How did Abe learn to turn into this thing? You weren't here for the last game, were you?

## FLYING SLIGS

Fast and Slig flyboys.

## SLOGS

They bark, eat live flesh, are definitely not good with children, but they're a Slig's best friend.

## SLOGGIES

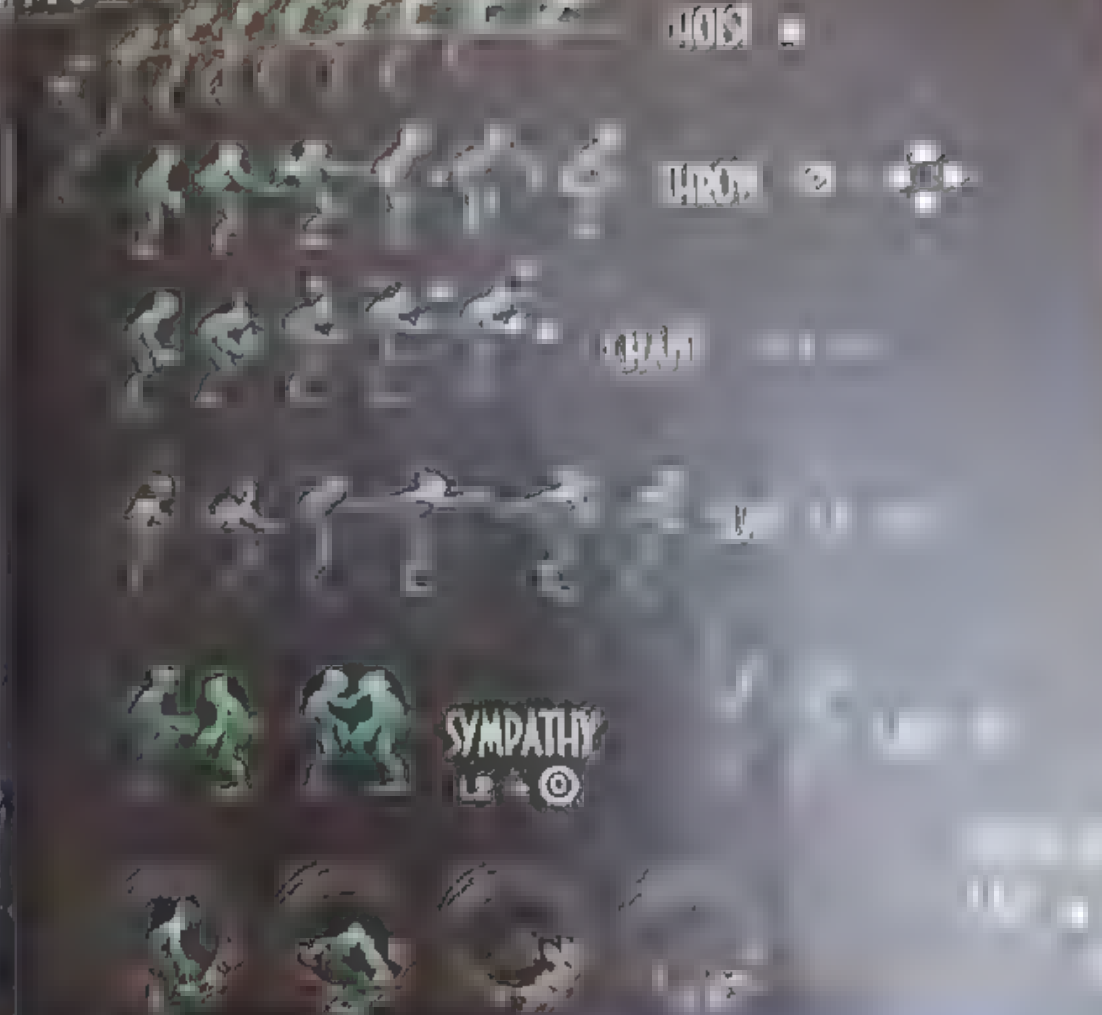
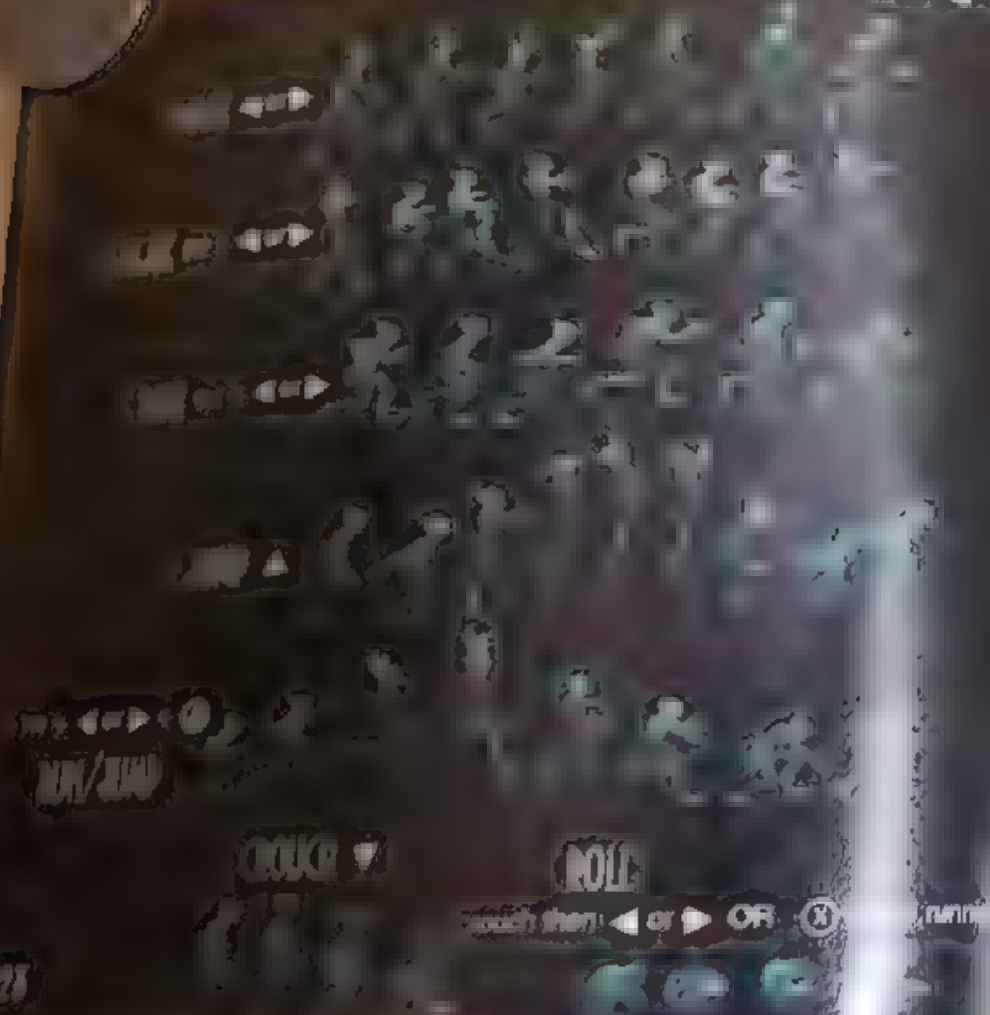
Cuter than their grown-up cousins, but just as vicious.

## GRICKETS

A public relations nightmare made right! Glukkons were upset when these muckers and P.R. machines started attacking them. Now they're not.



# ABE'S MOVES



It's the only way to get into the gap. Nothing bad will happen if  
you do the first couple screens of the game, so take a couple minutes  
to play with the controls and learn all the things Abe can do.

**WHEEL CHAIR:** To enter the mine car, stand in front of it and press **↑**.  
To exit the mine car, or to make it drop from a track (and  
crash whatever is below it... that's a hint, buddy), press **■**.

**WANTS:** Abe can fast at any time by pressing **X**. You can use  
this to many bad places (making them take a single step  
away from you... that's **ANOTHER** hint, by the way). You can  
also press fast and do many things after drinking from a  
CoolStone (very machine).

## SLIGS, FLYING LED, PARANOID, BURNING, SCORCH

You can poison an enemy by using the **SCORCH** or **BURNING**  
schemes! Figuring out how to use them properly has an  
easy won't you? I mean, the **SCORCH** and **BURNING** are so easy  
(and that the **SLIGS** are so easy to use...)

While there's plenty of information to find out  
many of the other things you can do, the  
important ones are... **Find the...  
LED message!** I'm... **Find the...  
on how to perform...**



# GAMESPEAK

Abe does more than run, jump, roll, and flip around like a fish. He can talk.

Even if you can't talk, you'll have to learn how to make Abe talk if you want to play the game.

The "GameSpeak" option available from the start-up screen is an excellent place to learn about

Abe's amazing speech abilities. (Here's a diagram of Abe's

GameSpeak™, in case you need it

in the middle of a game.

GameSpeak™ Hints: You can talk to just about anything, but Sligs and other Mudokons will be most receptive.

HOLD UP  
AND PRESS

△ HELLO

⬇ WORK

✕ WAIT

□ FOLLOW  
ME

CHAT

HOLD UP  
AND PRESS

ALL YA

SYMPATHY

ANGER

STOP IT!

GameSpeak™ Hints: You can talk to just about anything, but Sligs and other Mudokons will be most receptive.

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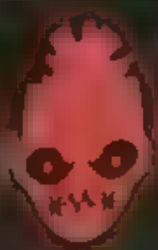
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# EMOTIONS

The Mudokons aren't just targets, you know (although they are fun to shoot). They're real creatures with emotions of their own. In your travels, you'll run into plenty of moody Mudokons.



**ANGRY MUDOKONS** won't listen to you, unless you tell them you're sorry. They'll sometimes take a swing at you, so be careful.



**WIRED MUDOKONS** are all hopped up and out of control. They're usually strung out on laughing gas. You'll have to slap some sense into them before they'll listen to you.



**DEPRESSED MUDOKONS** are so upset about living in slavery that they'll scarcely acknowledge Abe is even there. One good shock can push them over the edge into suicide, so show them some sympathy when you meet them.



**SICK MUDOKONS** are drunk from SoulStorm Brew. You'll need to find a helper Mudokon to give you a healing ring before sick Mudokons can recover.



**BLIND MUDOKONS** can't see, on top of everything else, so they need some special care when you talk to them. Mostly you'll need to tell them to "wait!" or they'll just walk right off ledges and into walls—which is kind of amusing the first time or twenty times you see it. Especially if there are mines or saws around. Or death traps. Or electrical walls... they're good for...



**REMEMBER** Sligs can use GameSpeak to control...

## THE MUDOKENS

The sun Gunwhale did pull levers by himself, but when he  
you'll find complicated contraptions that Abogun operates  
only with help from his fellow Mudokens. You  
need to GameSpeak with your friends  
and get them positioned in front of the  
right lever for their "Mudokan" to  
work! Sometimes, the lever  
is the same as the one you

## THE MUDOKENS

More proper, more in line  
Recall that the Mudokens  
seems to good, but they  
some get killed. (Mudokan)  
your Gunwhale going to  
and it's a hurry to get the  
must have good Gunwhale  
you must be able to  
Mudokan

Spies! He plays them out the game  
this is what you want. Mudokens

are moved, and how many are still out there  
thorough in your investigation, because once

leave an area, any Mudokens left behind are permanent

For the ultimate challenge, try to rescue  
100 Mudokens. You'll get a special bonus  
reward. There is no truth to the  
Mudokens bonus awaits players who  
kill nearly all the Mudokens. It  
isn't all. What kind of trick plays  
you can't see. All we'd see  
something like that and you  
No way. Nope.

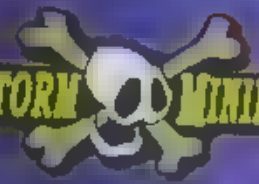
## THE MUDOKENS

To rescue, delicate way, a pun  
Mudokan. He can find  
SoulStorm! Don't be  
from a dispenser machine (you'll  
find the first of several  
machines in the Co-Depot) or  
a button to add them  
to the machine. You'll  
find, then chant again for  
BIG SURPRISE! You can ask  
Mudokens to be by force  
them, which come in handy  
to want someone to step aside

REMEM



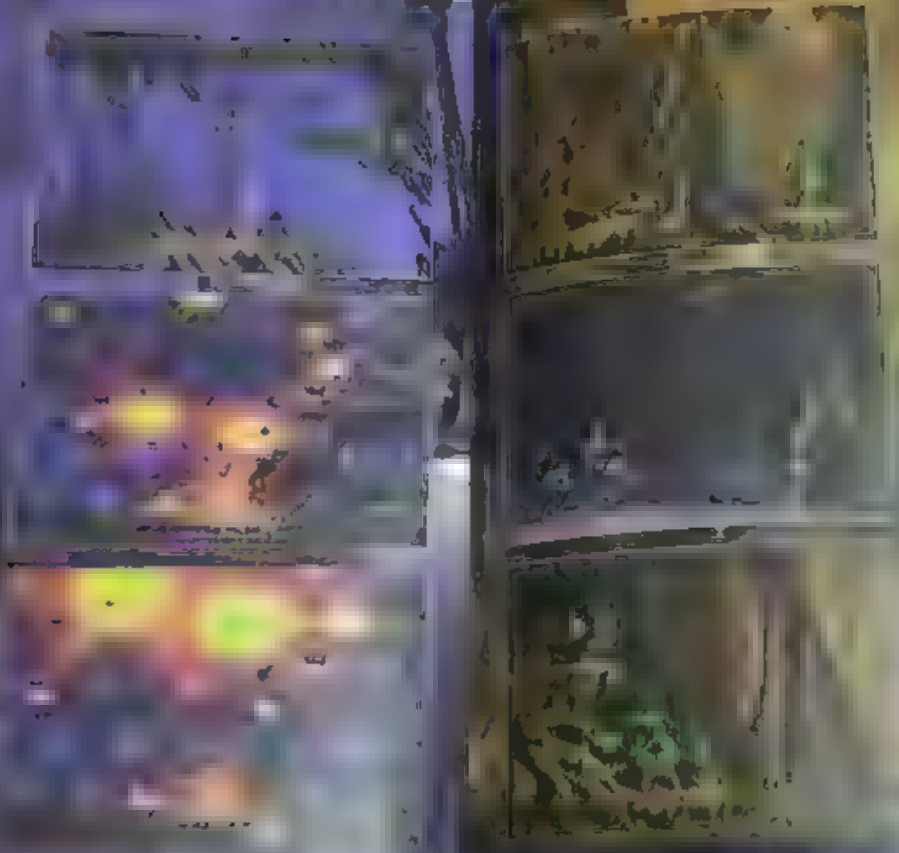
SOULSTORM MINING CO.



### NECRUM MINES

It's not enough for the Glukkers to slaughter Mudakons for food, they gotta mine the bones of dead Mudakons for Brew, too!

## ENVIRONMENTS

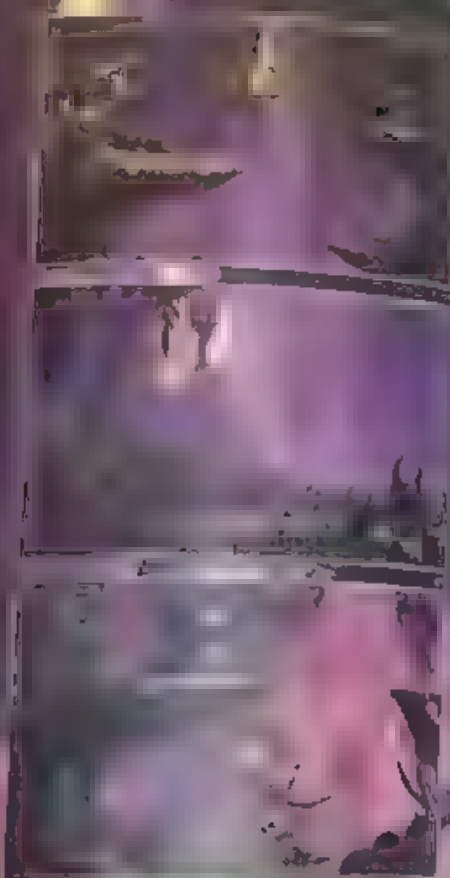


# ENVIRONMENTS



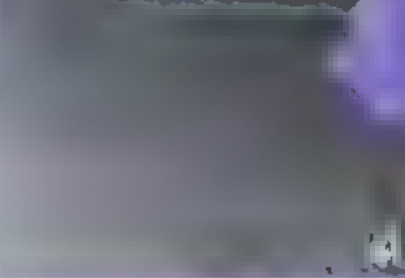
## MUNDANCHEE VAULTS

Part of Necron is covered  
by wild Scrobs



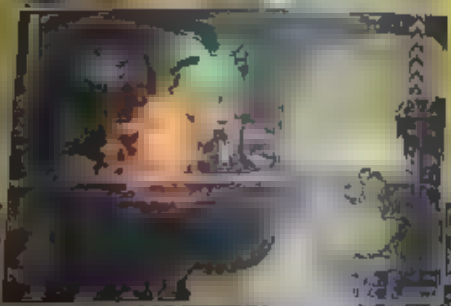
## MODOMO VAULTS

while another part is  
infested with Parasites





# ENVIRONMENTS



**ITICO DEPOT**  
Transportation hub of the  
Mages' Guild.

**BOATWORK**  
Where Mages' Guild  
are processed into the  
Mages' Guild.

HINT: Abe can slap Sligs by





## SING BARRACKS

Where do you think all  
these Sigs come from?

## ENTRANCE

## THE STORY OF THE

MUDOKEN'S

# ABE'S GUIDE TO OD WORLD

**MOTION DETECTOR**  
stand still when these touch you

**GHOST LOCK**  
slap these for special powers and to open tomb doors

**ICE**  
slap when it's green

**LAND MINE**  
jump over these

**TRAP DOORS**  
look out below!

**TOMB DOOR**  
entrance spirits to open these doors

**GLUKKON**  
talk to him

**DIRECTORY**  
touch this to see a map

**GLUKKON**  
talk to him

**WALLING BRACKEN**  
hundreds!

**THEFTAKE AND PORTAL**  
means this many guys at once to get a power

**ABE PORTAL**  
plant and jump through these

**WALL**  
are when turned off, they're not out!

**BIRD PORTAL**  
plant near here

**REDAWN PLUCK LOCK**  
possess a Glukkon and talk to him

**GLUKKON BORN DISPERSED**  
push the button, then is what comes naturally

**GLANDRON**  
the a wall, only more violent

**WELL**  
jump into these

**GLUKKON**  
talk to him

**WALL LOCK**  
where do you want to go?

**WALL LOCK**  
the this to see a map

**GLUKKON**  
talk to him

**GLUKKON**  
talk to him

**GLUKKON**  
talk to him

**GLUKKON**  
talk to him

**GLUKKON**  
talk to him

# THE ODDWORLD QUINTOLOGY

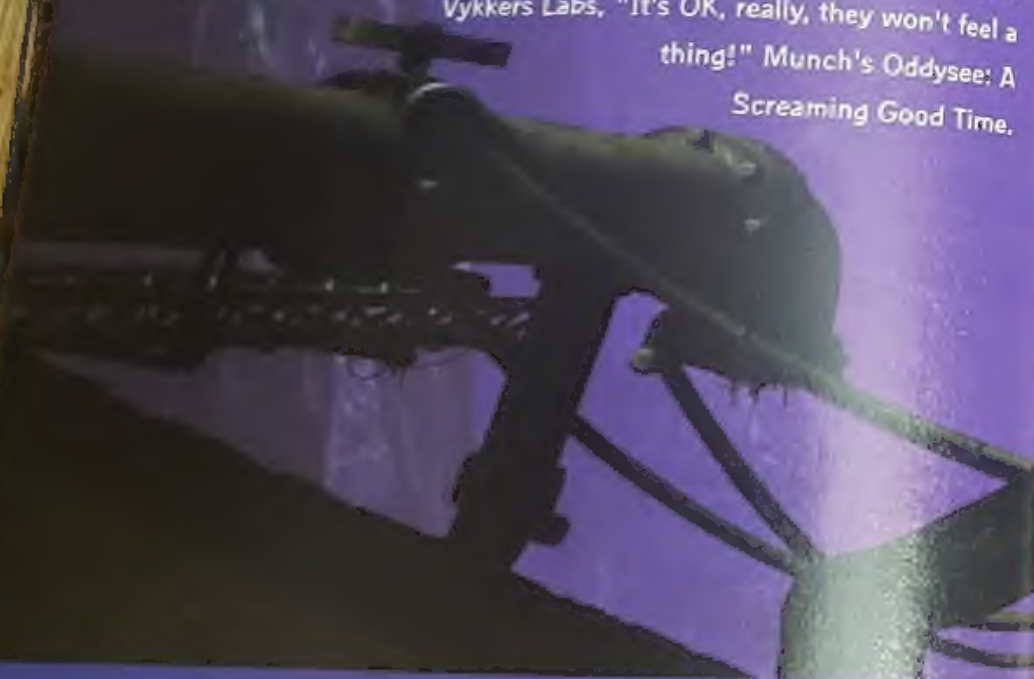
Oddworld: Abe's Exoddus is the first "bonus game" in a five part game series from Oddworld Inhabitants called "The Oddworld Quintology." Each part of the Quintology will have one or more bonus games. The first game in the Quintology, Oddworld: Abe's Oddysee, introduced Abe and his friends, and was the inspiration for this bonus game. Oddworld is big — very big — and Abe's Exoddus is just a brief glimpse of the strange and exciting depths of THE ODD!

The next Quintology game, Oddworld: Munch's Oddysee, will reveal a whole new way to explore Oddworld, thanks to a mind-blowing new game engine, and a cast of characters guaranteed to give you nightmares, Or sweet dreams. All depends on what you find cute and cuddly. Us, we go with the cuddly. Especially if it has tentacles or nasty poison spikes that can penetrate your brain.





Munch's Oddysee will peer deep into the strange and bizarre realities of those hanging out at the bottom of the food chain. You'll meet the cute and cuddly inhabitants anxiously waiting their turn to receive drops of acid in their eyes (don't worry, it's all in the name of a safer fabric softener). You'll talk with those who have donated their organs to science (before they were dead). How else can we learn if our new and improved products are truly safe for the most valuable creatures on Oddworld – The Khanzumerz! As they say at Vykkers Labs, "It's OK, really, they won't feel a thing!" Munch's Oddysee: A Screaming Good Time.



## ODDWORLD INHABITANTS



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Art Director: Robert Brown

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**Animators:** Shawnalee Anderton  
 Sean Miller  
 Angela Jones  
**Sr. Modelers:** Eric Antanawich  
 Jane Mullaney  
**Modelers:** Steve Knotts  
 Marquise Bost  
 John Garrett

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| Digital Artists     | Raymond Swenson<br>Mark Ahlin<br>Thomas Jung<br>Jose Aello Jr. |
| Lead Programmer     | Todd Johnson   |
| Programming         | Craig Ewart<br>David Bright<br>Dan Kallig<br>Mike Wallman      |
| Associate Producer  | Heidi Ewert  |
| Art Coordinator     | Shane Keller   |

### CHARACTER VOICES

|                        |               |
|------------------------|---------------|
| Abe Mudekang, Spirits, |               |
| Shas, General Dripik,  |               |
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| Vice President Aslik,  |               |
| Glukkon Exec #2;       | Thomas Jung   |
| Brewmaster;            | Scott Easley  |
| Glukkon Exec #1;       | Sean Miller   |

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| Lead Tester:               | Mark Simon   |
| Quality Assurance:         | Kevin Novoa<br>Royce W. Lyman<br>Sean Longman<br>Todd Arnold<br>Jake Jones |

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|                          | Wick Kunkin      |
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| Human Resources Team     | Arky Walters     |
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|                          | Sharon Hill      |
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|                          | Terrie Mitchell  |
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|                          | Joy Kinnaman     |
|                          | Thylah Jaramila  |
|                          | Glenn Kinnaman   |
| Chief Operations Officer | Nathan Kunkin    |
| Manual Text              | Paul O'Connor    |

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| Graphic Designer:       | Lashly Zinn     |



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Director of Dev. Support: Jay Patton

## SPECIAL THANKS

City of San Luis Obispo, Wyndham Hannaway  
& Assoc., David Wexler, David Emrich, RDA  
International, Inc., Scott Adair, Fitness Trainer,  
Kathleen Lynch.

A very special thanks to all our families and  
friends. We could not have done this without  
their unconditional love and support.

Whew! that's it....

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GT Interactive Software  
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Woodinville, WA 98072-9965  
Attn: Technical Support  
RMA#: (include your RMA# here)



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